

## **CRIMINAL JUSTICE QUIZ BOWL**

### **PURPOSE:**

To test the knowledge of selected team members on their academic knowledge in the areas of criminal law and criminal procedure; their familiarity with current events in criminal justice, and their knowledge of the SkillsUSA Leadership Handbook.

### **ELIGIBILITY:**

Open to up to two teams of 5 current SkillsUSA members per school. If students from other programs are on a team, 3 or more of the team members must be enrolled in a CSI/LE program.

### **OBSERVER RULE:**

Observers will be allowed to watch rounds in accordance with Rules 5 and 6, so long as space is available. No talking or gesturing will be permitted. The moderator may remove individual observers and/or close the contest to observers entirely for cause.

### **SUBMISSION:**

Contestants will compete on-site at the SkillsUSA Missouri State Leadership and Skills Conference. Contestants will take the PD test and submit a resume to the contest staff at team check-in.

## **SKILLSUSA DRESS CODE-CLOTHING REQUIREMENTS**

Students representing the program must adhere to the following **approved SkillsUSA dress standards** during competitions, official events, travel, and designated instructional activities.

### **Standard SkillsUSA Attire**

- Official red SkillsUSA blazer or jacket
- Black dress slacks or skirt
- White dress shirt
- Plain black tie with no pattern **or** official SkillsUSA black tie
- Black socks
- Black dress shoes
- Businesslike white collarless blouse **or** white blouse with a small, plain collar that does not extend onto the lapels of the blazer

## **Alternative Approved Professional Attire**

In lieu of the official red blazer, the following **approved uniform options** may be worn **when authorized by the instructor**:

- Red SkillsUSA polo **or** blue long-sleeve SkillsUSA button-up shirt
- Black pants **or** black tactical pants
- Black belt
- Black shoes

## **General Expectations**

- All clothing must be clean, pressed, and professional in appearance.
- Clothing must fit appropriately and allow for safe participation in SkillsUSA activities.
- No additional logos, patterns, or accessories are permitted unless officially sanctioned by SkillsUSA or approved by the instructor.
- Final determination of acceptable attire rests with the instructor and SkillsUSA event guidelines.

Failure to comply with dress code requirements may result in **removal from the event, loss of participation privileges, or disqualification**, in accordance with SkillsUSA policies.

## **EQUIPMENT AND MATERIALS**

### **1. Supplied by the Technical Committee:**

- (a) One table for each team with five (5) chairs at each table
- (c) One table for team check-in and scorekeeping with three (3) chairs for staff
- (d) Observer chairs
- (e) Score sheets, pencils, and calculators for scorekeepers
- (f) Answer Paper and pencils for team members
- (g) Copies of source documents from which questions and answers were drawn

### **Technology Failure Contingency**

All decisions regarding the use of alternate systems or procedures due to technology failure shall be final and made in the best interest of maintaining competitive integrity and participant equity.

## **2. Supplied by the team/school**

- (a) Pencils and at least 15 sheets of lined notebook paper.

### **Personnel Required**

#### **(a) Moderator**

Responsible for reading questions clearly, recognizing responses, enforcing contest rules, managing the pace of competition, and maintaining a fair and professional environment throughout the event.

#### **(b) Quiz Bowl Apparatus Operator/Timekeeper**

Responsible for controlling response timing; tracking penalties as required; and coordinating with the moderator to ensure accurate timing and flow of the competition.

#### **(c) Scorekeepers (Minimum of Three 3)**

Responsible for accurately recording team scores, penalties, bonuses, and round results. Scorekeepers must verify scores at the conclusion of each round, resolve discrepancies in coordination with the moderator, and ensure official scores are correctly documented and submitted.

#### **(d) Judge**

Responsible for ruling on the accuracy and acceptability of responses, interpreting contest rules, resolving disputes or challenges, and ensuring consistent application of scoring and procedural standards. The judge's decisions are final and made in the interest of fairness and competitive integrity. The judge must be non-biased and have no students competing in the CJ Quizbowl.

### **PROHIBITED DEVICES**

Cellphones, electronic watches, and/or other electronic devices not approved by a competition's national technical committee are NOT allowed in the competition area. Please follow the guidelines in each technical standard for approved exceptions. Technical committee members may also approve exceptions onsite during the SkillsUSA Championships if deemed appropriate. Penalties for Prohibited Devices: If a competitor's electronic device makes noise or if the competitor is seen using it at any time during the competition, an official report will be documented for review by the Contest Coordinator. If confirmed that the competitor used the device in a manner that compromised the integrity of the competition, the competitor's scores may be removed.

## **AWARDS:**

Gold, Silver, and Bronze medals will be awarded for 1st, 2nd, and 3rd place. The winner of this contest does not advance to SkillsUSA's National Leadership and Skills Conference.

## **RULES OF THE CONTEST:**

1. A school may enter up to two teams composed of 5 registered SkillsUSA members, each of whom is or has been enrolled in a course in the Criminal Justice or CSI/Law Enforcement Pathway during the current academic year. However, as long as the contest remains a "state-only" competition, any Registered SkillsUSA members may compete, regardless of program enrollment.

2. In order to compete, a team member must meet the Submission and Clothing Requirements as specified above. Any team member found ineligible to compete may remain in the competition room as an observer if space permits. A team with fewer than 4 eligible members may be allowed, in the moderator's discretion, to participate in the contest but will not be allowed to advance to the final round. However, 5 members must be registered for the Contest.

3. Prior to team check-in, the moderator and timekeeper will assign a team number to each team table. After a team has checked in for the contest, its members shall sit at the table bearing their team's number.

### **4. Preliminary Rounds**

The contest shall consist of **ten (10) preliminary rounds**, with each preliminary round consisting of **ten (10) questions**. Each preliminary round will have a maximum duration of **five (5) minutes**.

Question distribution for each preliminary round shall be as follows:

- **60% Academic Knowledge questions**
- **30% Current Events questions**
- **10% Professional Development Program (PDP) questions**

Each correct answer shall be awarded **one (1) point**. Incorrect answers or unanswered questions shall receive **zero (0) points**. No penalty points shall be assessed.

## 5. Answer Submission and Scoring

Teams shall submit answers **in writing** using **pen or pencil** on paper provided by the Technical Committee.

Scorekeepers shall review all written responses and assign points accordingly.

- Answers must be **legible** to receive credit.
- Illegible responses shall be scored as **zero (0) points**.

Any uncertainty or dispute regarding the correctness or interpretation of an answer shall be referred to the **Judge**, whose decision shall be **final**.

## 6. Advancement to Final Round

Upon completion of all preliminary rounds, the **two (2) highest-scoring teams overall** shall advance to the final round.

## 7. Final Round

The final round shall consist of **twenty (20) questions** and shall have a maximum duration of **ten (10) minutes**.

Question distribution for the final round shall mirror the preliminary rounds:

- **60% Academic Knowledge questions**
- **30% Current Events questions**
- **10% Professional Development Program (PDP) questions**

Scoring procedures for the final round shall be identical to those used in the preliminary rounds.

## 8. Question Sources

- All **academic knowledge questions** shall be drawn from a **question pool submitted by each Career and Technical Center Criminal Justice Program in the state of Missouri**. Questions will be requested, reviewed, and compiled prior to the contest by the Technical Committee. Any Career and Technical Center that does not submit questions by the established deadline will be considered to have abstained from providing questions for that contest cycle.
- All **Professional Development questions** shall be drawn from the **official SkillsUSA Professional Development test question pool**. This question bank is located in the CJIM shared drive under SkillsUSA and Quizbowl. It will also be shared in a Google Doc prior to the contest with instructors.

- All **current events questions** shall be drawn from one or more of the following sources:
  - (a) *FBI Law Enforcement Bulletin*, available at <https://leb.fbi.gov/articles>
  - (b) *Fox News –www.foxnews.com Crime & Courts*
  - (c) *CNN – www.cnn.com Crime and Justice News*

The Technical Committee reserves the right to select, edit, or validate questions to ensure accuracy, relevance, and alignment with SkillsUSA contest standards.

9. There will be no true/false or multiple choice questions.

10. The moderator will read all questions and will simultaneously display the questions on the screen. Each time will have 5 minutes to answer all 10 questions in the preliminary rounds. They will then turn in their answer sheets with their team numbers to the score keepers to grading. The top two teams will have 10 minutes to answer all 20 questions of the final round. They will then turn in their answer sheets with their team numbers to the scorekeepers for grading and the decision of the champion.

The moderator will read each question exactly as it appears on the monitor while simultaneously displaying the question on the screen. Teams will have 30 seconds to respond to each question before the moderator proceeds to the next question.

During the preliminary rounds, each team will have a total of five (5) minutes to answer ten (10) questions. At the conclusion of the round, teams will submit their answer sheets, clearly labeled with their team numbers, to the scorekeepers for grading.

The top two teams will advance to the final round, where they will have ten (10) minutes to answer twenty (20) questions. Upon completion, teams will submit their answer sheets, labeled with their team numbers, to the scorekeepers for final grading and determination of the champion.

11. Each correct answer shall be awarded **one (1) point**. Incorrect answers or unanswered questions shall receive **zero (0) points**. No penalty points shall be assessed.

12. Only team members may challenge the Judge's decision as to whether a question has been answered correctly. Any challenge must be raised before the next set of questions is read. If a challenge is raised, the coach of the team making the challenge will be allowed to review the source document from which the question and answer were drawn.

13. Teams may not use notes or reference materials during competition rounds. Blank paper and pencils will be provided by contest staff and will be collected at the end of each round.

14. The moderator and scorekeepers will verify team scores after every 10 questions, and the moderator will announce team scores at the end of each round for the teams that competed during that round. The preliminary round scores of the teams advancing to the final round will not carry forward into the final round.

15. In the event of a tie preventing the moderator from identifying the 2 highest-scoring teams in a preliminary round or the medalists in the final round, the moderator will conduct a tiebreaker round, consisting of 5 questions from the pool of Academic Questions. If the tiebreaker round does not resolve the tie, the teams' average scores on the PDP test will be used to determine the higher-ranking team. In determining a team's average score on the PDP test, the individual score of every registered team member will be included, even if that member was determined to be ineligible to compete under Rule 2.